

### **AMENDMENTS TO THE SPECIFICATION**

Please amend the specification as indicated below. The language being added is underlined ("\_\_\_") and the language being deleted contains either a strikethrough ("—") or is enclosed by double brackets ("[[ ]]").

Please substitute the following annotated paragraph for paragraph [0003]:

Access to pixel buffers in a graphics system has opened up new ways of processing graphical images. For example, access [[the]] to pixel buffers in a graphics system permits direct modification of the pixels to achieve certain effects, such as texturing a surface, without the cost of performing these effects in the geometry engines of the graphics system. In the forward direction, texturing a surface typically involves mapping a given point in a 2-dimensional texture space to the surface of a 3-dimensional object in object space. This step is called parameterization. The object is then projected, in a step called a projective transformation, onto a 2-dimensional display in screen space whose resolution is limited by the pixel buffers used to create the display image. Texturing can also be performed in the reverse direction, called inverse mapping. In inverse mapping, for every pixel in screen space, a pre-image of the pixel in the texture space must be found. A square pixel has, in general, a curvilinear quadrilateral pre-image.